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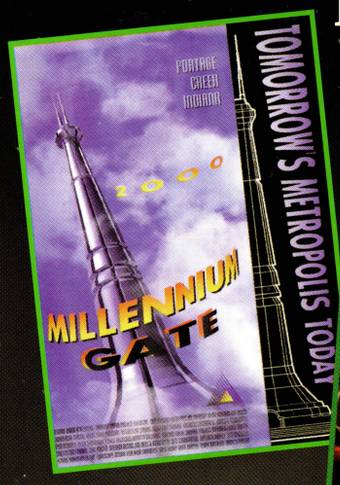
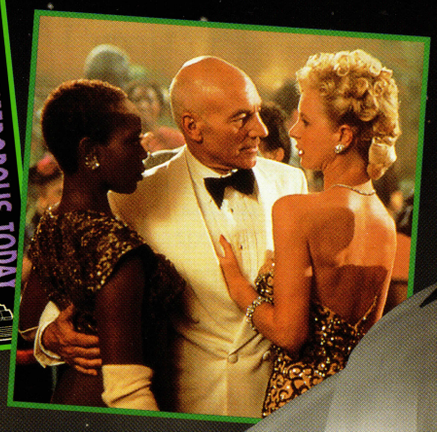




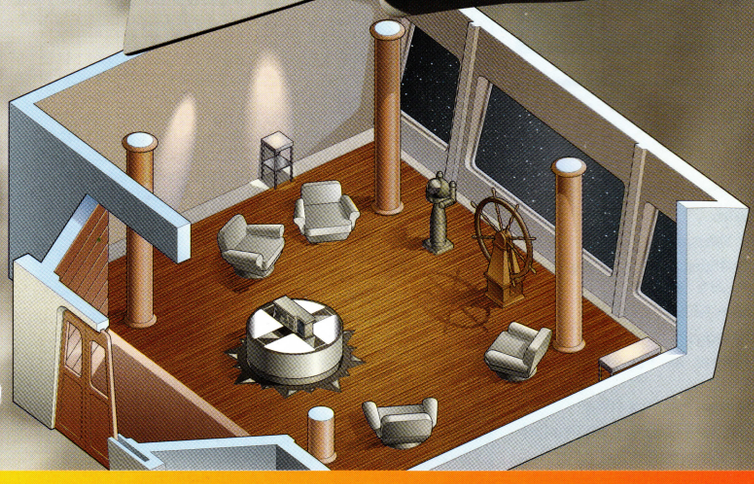
Captain Proton's Rocket Ship
Rocket-powered wonder of Earth's hero

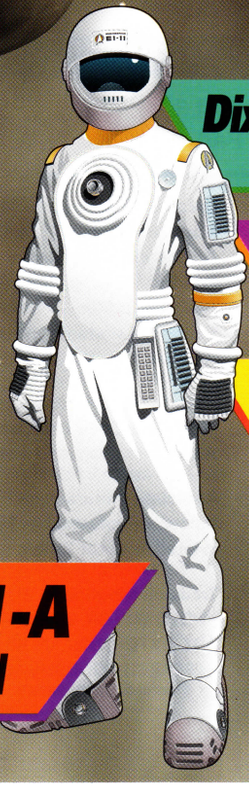
The Millennium Gate
Marvel of the 21st century

Dixon Hill Holodeck Program
Cast of characters continued

T'Greth Fights for Honor
A new life in the Delta Quadrant

Uniforms of an Assassin
STARFLEET officers dressed to kill





U.S.S. ENTERPRISE NCC-1701-A
Forward Observation Room Explored

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STAR TREK

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The Guide to the STAR TREK Galaxy

THE UNITED FEDERATION OF PLANETS

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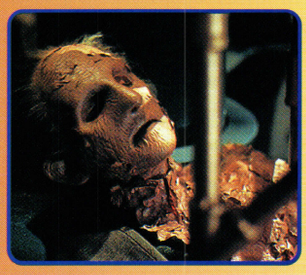
Guide to Illness

THE UNITED FEDERATION OF PLANETS

MORPHOGENIC VIRUS

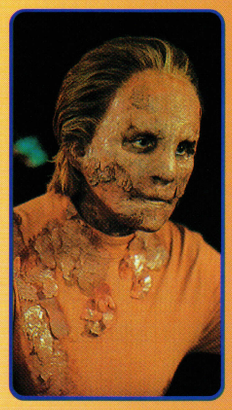
An artificially-generated virus created by the covert **Federation** organization **Section 31** to inhibit the **Founders** from changing shape during the latter part of the **Dominion war** in 2375.



STARSHIP LOG: 'THINGS PAST' [DS9]

Non-organic manipulation of a Changeling's morphogenic matrix is life-threatening.

The Founders' physiology can be discombobulated when their morphogenic enzymes are shocked.



ORKETT'S DISEASE

A viral malady which swept through the **Bajoran** work camps during the **Cardassian** occupation, killing thousands of Bajoran children.

STARSHIP LOG: 'STATE OF FLUX' [VOY]

In 2371, Commander Chakotay questions Seska regarding her genetic make-up – she has none of the common Bajoran blood factors. She tells him it is a side effect of Orkett's Disease, from which she suffered and survived thanks to a bone marrow transplant from a sympathetic Cardassian woman named Kattell.

NEHRET

The **Nehret** is an insidious virus that lies dormant, disguising itself as inert genetic material until it inexplicably activates. It is considered to be an effect of old age more than a highly contagious disease by the **Klingons**, who are the only race it affects.

STARSHIP LOG: 'PROPHECY' [VOY]

The Doctor informs T'Greth he is healthy as a targ and in sickbay, not Sto-Vo-Kor. After generations of death by the Nehret, there is now a cure.

The Kuvah'Magh, Lt. B'Elanna Torres's unborn child, has hybrid stem cells that are used to synthesize an anti-viral inoculation.

THE PHAGE

Without a doubt, the most virulent and lethal contagion recently discovered by **Federation** personnel is the **phage**, a deadly virus that first attacked members of the **Vidiian** race in the **Delta Quadrant**.

The phage, as its name implies, literally consumes the Vidiians; their genetic code and cellular structures are first massively disrupted, then their body tissues are eaten away.

One of the symptoms of the early stages of the disease is excruciating joint pain. Some victims of the phage have been known to die simply from the agony itself, and euthanasia of afflicted persons was a common treatment in the early stages of the outbreak, before it became clear that the phage was not merely an epidemic, but was pandemic. No member of Vidiian society remains unaffected, and therefore, if the species is to continue, suicide is no longer an option. The infected individuals have to survive and endure.

The Vidiians survive as a species in the short term by making extensive use of transplantation and organ piracy, using an ingenious, if diabolical, variant on **transporter** technology to literally steal healthy organs from the bodies of their owners.

Increasingly desperate, the Vidiians resort to kidnapping members of other species and experimenting upon them. A Vidiian scientist, **Sulan**, believes that **Klingon** genetic material is resistant, and will eventually lead to a cure for the disease. Whether this line of investigation would have been successful becomes moot when, shortly before **Stardate 52648**, it is revealed that the mercenary coalition known as the '**think tank**' have devised a cure for the phage.

Now cured of the disease which has been ravaging their society for so long, the Vidiians must face the consequences of the actions they took in their desperate struggle, which cost the lives of so many innocents.

STARSHIP LOG: 'PHAGE' [VOY]

The phage eats away at its victim, leaving layers of tissue visible and vulnerable to horrified observers.

Vidiian soldiers imprison abductees, using them as forced labor until too weak, and then as organ donors.

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Guide to Illness

THE UNITED FEDERATION OF PLANETS

PHYROX PLAGUE

A particularly virulent disease which sweeps the planet **Cor Caroli V** in 2366. **Starfleet Command** classifies the outbreak as secret after intervention by the ***U.S.S. Enterprise NCC-1701-D*** contains the virus.

STARSHIP LOG: 'ALLEGIANCE' [TNG]

POTTRIK SYNDROME

A respiratory disorder that affects **Cardassians**. Very similar to the much rarer **Kalla-Nohra Syndrome**, it is even treatable with the same medication. An effective differential diagnosis between the two conditions is a lower respiratory bio-probe, which produces negative results for **Pottrik Syndrome**, and positive for Kalla-Nohra.

STARSHIP LOG: 'DUET' [DS9]

Gallitep commander Gul Darhe'el impostor Aamin Marritza does not claim to suffer from Pottrik Syndrome, like his boss did.

RADIATION DISEASE

Radiation disease is initially caused by the unwitting tampering of an **antimatter core** on a **Delta Quadrant** world; a nuclear winter lasting decades ensued. Sufferers have malformed features, with mottled skin covered with lesions – a devastating but treatable condition.

STARSHIP LOG: 'FRIENDSHIP ONE' [VOY]

The inhabitants of this planet have mutated further with each rare successful birth, and from continued radiation exposure.

PLASMA PLAGUE

A family of lethal viruses, one of which threatens the heavily populated **Rachelis System** in 2365. The **plasma plague** viruses have been known of for almost a century by 2365, and pioneering research was conducted by **Dr. Susan Nuress's** in 2295, following an epidemic on the planet **Obi VI**. One mutated strain, developed during Nuress' explorations, was discovered to grow more rapidly when exposed to **eichner radiation**. A similar strain threatens the ***U.S.S. Enterprise NCC-1701-D*** when the ship is transporting specimens of plasma plague to science station **Tango Sierra** to combat the Rachelis system contagion.

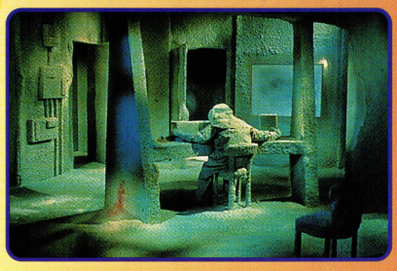
STARSHIP LOG: 'THE CHILD' [TNG]

Chief Engineer Lt. Commander Geordi La Forge designs a containment field in which to carry the deadly plague specimens due to be picked up from 'audet IX and delivered to the Rachelis System in 2365.

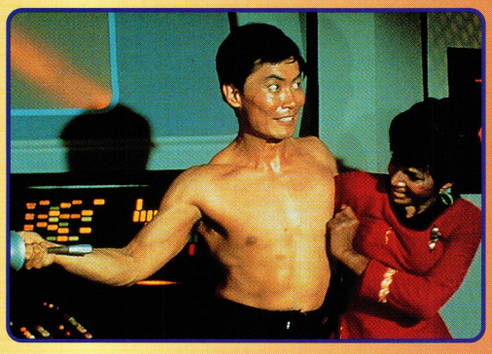
PSI 2000 VIRUS

A water-based disease organism originally found on planet **Psi 2000** in 2266. This virus infects members of the **Federation** science team stationed on that planet, causing suppression of their inhibitions and impulsive and irrational behavior which eventually leads to their deaths. Transmitted through contact in humanoid perspiration, the disease later affects members of the ***U.S.S. Enterprise NCC-1701*** crew, resulting in the near-destruction of the ship. An antidote is found, but a mutated variant of the virus which is carried by airborne particles infects members of the ***U.S.S. Tsiolkovsky NCC-53911*** and the ***U.S.S. Enterprise NCC-1701-D*** in 2364.

STARSHIP LOG: 'THE NAKED TIME' [TOS]



The U.S.S ENTERPRISE NCC-1701 away team discovers a deathly still research station, and unwittingly spreads its cause again.



Mr. Sulu loses all his inhibitions, and assumes the role he has always envisaged for himself – that of a daring swashbuckler.

RIGELIAN FEVER

A lethal disease resembling bubonic plague in its effects. The only known antidote, **ryetalyn**, is extremely rare and difficult to chemically synthesize.

STARSHIP LOG: 'REQUIEM FOR METHUSELAH' [TOS]

Spock tells the sleeping Kirk to forget the traumatic experiences he suffered while negotiating the cure.

Captain James T. Kirk leads a landing party to the privately owned planetoid Holberg 917G in search of the vital and elusive antidote ryetalyn.

THE UNITED FEDERATION OF PLANETS

MILLENNIUM GATE

THE UNITED FEDERATION OF PLANETS

Humanity marked the beginning of the third millennium with numerous projects designed to reflect the dawn of the new era — and none was more spectacular than the Millennium Gate.

The **Millennium Gate** project instigated in the last decade of the 20th century by Texan developers was one of the most grandiose structures to be planned by humanity at this time. The initial idea of a self-contained, self-sustaining ecosphere offered the opportunity for scientific endeavors that would ultimately lead to the human race's colonization of other worlds, while also offering the more down-to-earth amenities of a sophisticated shopping mall for the next millennium. The Millennium Gate was planned as something for everyone – a scientific and social experiment on a scale never before attempted on Earth.

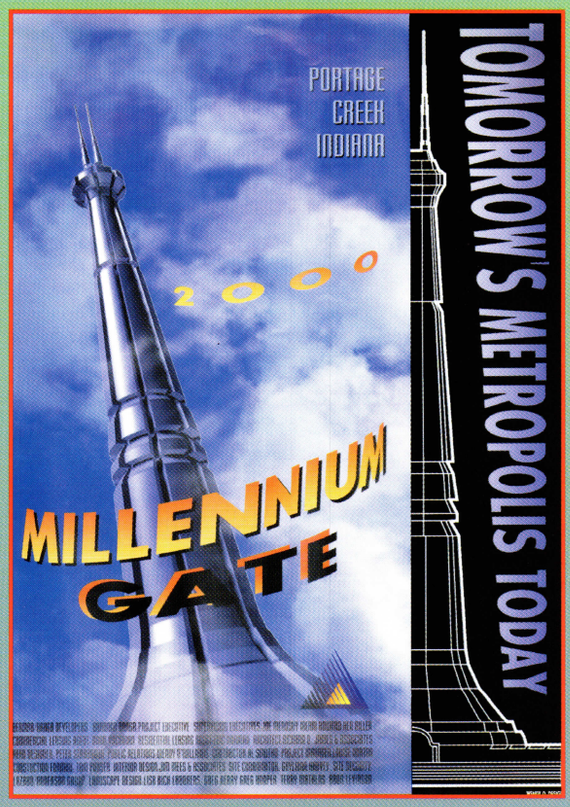
From the outset the project was planned to represent one of the most striking designs thus far seen on the surface of the planet Earth; its dimensions included a 3.2 kilometer base, and a tower at least one kilometer high. It was one of only three man-made structures visible from space. Adding to the futuristic impression of the building was the decision to cover the Millennium Gate in solar panels, a design preference that would also provide the necessary energy to provide for all of the Gate's energy needs.

Courting controversy

The decision to move ahead with the Millennium Gate project was made in the late 1990's, and by the year 2000 a site for the massive structure had been selected in Indiana, one of the 52 United States of the North American continent; the chosen site was the small town of Portage Creek.

The reasons for choosing this area were motivated by purely financial gain for the developers; the city fathers offered them free building permits, deferred taxes, and new roads – all important considerations when planning such an expensive structure. All of the home owners and businesses in the town were given generous payouts – an unrefusable 20 percent above market value – in order to surrender Portage Creek to the impending demolition team, and all but one agreed, seeing the Millennium Gate as an important development for the community, and embracing the opportunities that it would bring to their lives. The one stumbling block appeared in the form of **Henry Janeway**, the proprietor of **Alexandria Books**, the local book store.

Janeway was a staunch opponent of the Millennium Gate, seeing it as a grotesque advance by



Promotion

The Millennium Gate developers proudly advertise the forthcoming structure's creation.

Spokesman

Gerald Moss acts as the official spokesman for the Millennium Gate project.

A GLOBAL CELEBRATION

Out with the old, in with the new . . .

The advent of the third millennium was celebrated in a number of ways across the planet Earth. For example, the nation of France erected an immense countdown timer on the Eiffel Tower (a recognizable structure that still stands in the 24th century). Among one of the first countries to celebrate the year 2000 was Australia, which mounted a massive display of fireworks against the backdrop of Sydney Harbor Bay. New York, the focal point for many New Year celebrations played host to approximately 2 million revelers who gathered to watch the ubiquitous ball descend in Times Square. In contrast to the party atmosphere of elsewhere, those in Bethlehem witnessed the release of 2000 doves of peace.

Other nations developed more lasting monuments to the historic occasion; Great Britain saw the creation of a number of unique projects, including the world's largest ferris wheel, the Millennium Dome tourist attraction, and the Eden Project – a biodome construct similar in theory to the Millennium Gate.

The Eiffel Tower formed an integral part of the Millennium celebrations in the French capital of Paris. This memorable structure still stands proud in the city in the 24th century.

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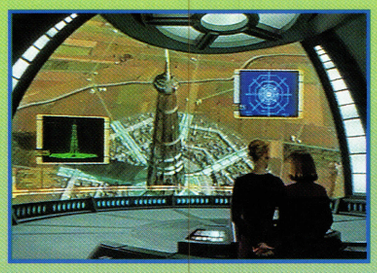
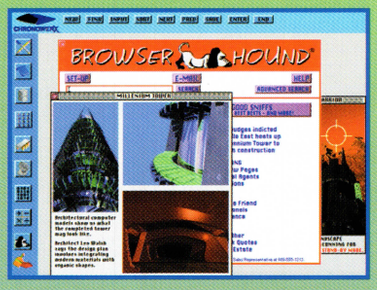
MILLENNIUM GATE

Historical records of the Millennium Gate are contained within the database of the U.S.S. VOYAGER NCC-74656. In 2375, Captain Kathryn Janeway and Seven of Nine review this remarkable achievement.



Gerald Moss offers Shannon O'Donnel a lucrative position as a consultant engineer on the Millennium Gate – on the proviso that she urge Janeway to sell up.



The internet of the day provides detailed news on the Millennium Gate project.

Henry Janeway's determined stance against the Millennium Gate being located in Portage Creek brings unfavorable media attention to the small town. As such, the frustrated Gerald Moss finds that he must deal not only with Janeway, but also with the scrutinizing questions of waiting reporters.

capitalist developers eager to see the end of small, private businesses such as his own. By withholding his agreement to the project, Janeway alone was able to bring the developers to the verge of having to move to Canton, Ohio – one of three secondary sites they found themselves forced to consider. The residents of Canton were so hopeful that they might acquire the kudos of the Millennium Gate that they greeted the developers with a parade.

The appointed spokesman for the project, **Gerald Moss**, made every effort to convince Janeway of the benefits that the Millennium Gate would reap for the state, but to no avail. The store owner's stance looked likely to jeopardize the start of the momentous project, particularly the symbolic intention of breaking ground on the Gate's construction on the first day of the new millennium. In addition, it brought the development, Portage Creek, and Henry Janeway under intense media scrutiny.

New arrival

Fortunately, the arrival of **Shannon O'Donnel** to Portage Creek in the last days of the year 2000 ultimately led Janeway to surrender his protest, and allow his beloved shop to fall to the waiting bulldozers. O'Donnel, by this time having been hired as a consultant engineer on the Millennium Gate, promised Janeway that she would find him a "nice, remote location" within the Gate where he could reopen his store.

New beginnings

The construction of the Millennium Gate, including the demolition of the buildings within Portage Creek, took approximately 12 years. When completed, the structure appeared as a gleaming spire that towered into the sky, surrounded by rich, green pastures. What happened to the mammoth construct during the third world war that devastated much of the planet Earth in the mid-21st century is unknown; however, the recorded evidence that remains even to the late 24th century is testament to the skills and courage that went into building one of the most significant celebrations of an historic occasion.

GALAXY FACTS

- **A road sign 30 miles outside Portage Creek bills the town as the "Future home of the world's largest building."**
- **The Millennium Gate offered over 600 retail spaces to potential businesses, noting in its promotional literature that they were ideal for franchises.**

ONE AGAINST MANY

Staunch opponent

Henry Janeway mounted his plan to oppose the Millennium Gate through the distribution of printed flyers, and, after the arrival of Shannon O'Donnel, by e-mailing every computer "within 100 miles." This was all for nothing, however; all of Janeway's neighbors welcomed the development, and even his teenage son, Jason, secretly harbored excitement over the Millennium Gate, a structure that seemed to symbolize the future of humanity. For Jason, his father's viewpoint was especially difficult, and he suffered the torment of having to go to school with the children of the angry people who Henry actively stood against.

Henry Janeway embraces every opportunity to make his deeply held views clear. He has no qualms at confronting Gerald Moss, and subjecting the spokesman to his anger in front of a large crowd.

Henry Janeway's determined effort to save his beloved book store and town is supported by printed flyers that he distributes at every opportunity. The flyers show a clear image of the Millennium Gate, along with the boldly worded statement: "Save our Downtown!"

Shannon O'Donnel initially aids Henry Janeway's protest, but she later comes to approve of the Millennium Gate – and convinces Henry of its merits.

THE NYGEANS

OTHER GROUPS AND RACES

The race known as the Nygeans control a sizable sector of space in the distant Delta Quadrant. They are known for their strict legal system and intolerance toward violent criminals.

The **Nygean** race are a starfaring civilization of humanoid beings who exist within the **Delta Quadrant**, approximately 30000 light years from the borders of the **United Federation of Planets**. A relatively advanced culture, the Nygeans maintain a sphere of influence that is estimated to be at least 13 light years across – possibly much more.

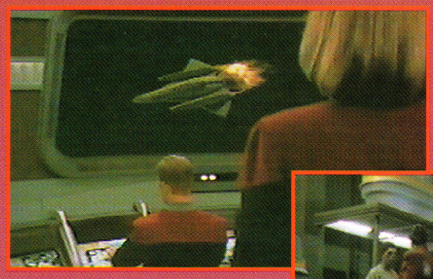
The sector of space the Nygean government controls is notable in that it is occupied by several humanoid species in addition to the Nygeans, such as the **Benkarans**. It is believed that their territory also lies close to that of the **Hierarchy**.

Conditions of culture

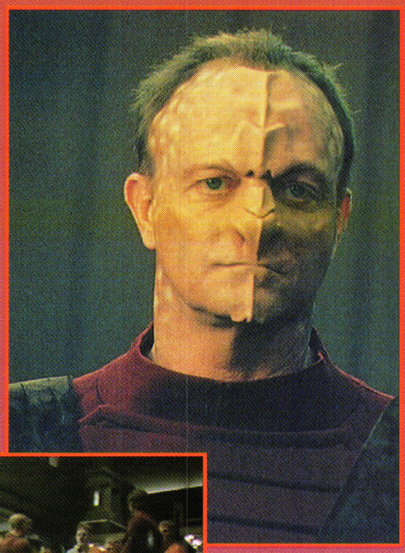
What is known of Nygean culture and society is largely limited to the interactions in 2377 between the crew of the ***U.S.S Voyager NCC-74656***, and two groups of Nygeans under the command of officers **Yediq** and **Garon**.

The Nygean people are fairly typical carbon-based humanoids with a brain structure very similar to that of humans, including neurological elements such as pineal glands, and a central cerebral cortex. Nygeans have notable facial ridges on their foreheads similar in structure to **Klingons** or the **Kazon**; these ridges extend down the face to a larger nasal ridge and nose, with a corresponding smaller bone ridge on the chin. Hair color and skin tone vary widely between light and dark shades, although all Nygeans have a strikingly visible mottling effect that extends from the temple area down the sides of the head and along to the neckline. At first glance, they might be thought to

A NYGEAN VESSEL is seen for the first time from the bridge of VOYAGER in 2377.



Warden Yediq acts as an intermediary when those on the prison ship are transported to the U.S.S. VOYAGER NCC-74656. He is harsh and stoic.



Nygean wardens sport red suits; prisoners wear gray and orange jumpsuits.

FORGING THE ALLIANCE

Founding partners

On Stardate 54553.4, the *U.S.S. Voyager NCC-74656* is dragged into a spatial anomaly known as the Void by a powerful graviton surge. Inside this zone of null space, other snared starships prey upon one another for cargo, supplies, and deuterium fuel. In order to escape the Void, Captain Janeway establishes an alliance based on the Federation Charter, for mutual assistance and defense. One of the first members of Janeway's alliance is Garon, the commander of a small *Nygean Vessel*. At first distrustful of *Voyager's* crew, Garon later joins them in their attempts to construct a polaron modulator to break free of the Void's gravity well.

It takes time for the Nygeans to trust the Federation crew.

The Nygean commander Mr. Garon chooses to think over Captain Kathryn Janeway's proposed alliance. He finds her principles attractive, but impractical.

Lt. B'Elanna Torres teams up with Mr. Garon to build a polaron modulator that will facilitate the alliance's escape from the Void and its many dangers.

Designation	The Nygeans
Class	M
Quadrant	Delta
Inhabitants	Humanoid
Anatomy	Same physical build as humans. Varying shades of skin with heavy mottling, and ridges about the head.
Government	A strict discipline and law ordered society governing multiple species.
Technology	Technology is believed comparable to that of the Federation Starfleet.
Laws	Nygean law is based on ancient tenets espousing victim's rights.
Starship log	STAR TREK: VOYAGER 'Repentance'

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THE NYGEANS

GALAXY FACTS

- **Benkarans occupy only 10 percent of Nygean space, but they account for more than 80 percent of Nygean prisoners, and are 10 times more likely to be executed for their crimes.**
- **Nygean prison uniforms are grey jump suits with the left arm sleeve in an orange fabric; a complex array of detectors sit across the convict's chest in a strip, monitoring their life signs and location for the wardens.**

Warden Yediq and Lt. Commander Tuvok compare the striking differences in their culture's security procedures.

Nygean prisoners are rationed one meal a day – conditions unacceptable to Neelix.

Nygean convicts are mainly the remorseless and violent Benkarans.

Donated Borg nanoprobes repair, and torture, the Benkaran mind of Iko that only now experiences guilt.

Prejudice and biology create a chasm between the law and the lawbreakers.

Warden Yediq is unconvinced that the prisoners can be rehabilitated; he believes in reciprocal punishment.

The family of Iko's victim is unwilling to accept his remorse, and appeal for clemency.

possess elements of reptilian DNA because of these features.

Dress sense

Nygean clothing is an indicator of their society's nature – while the civilian population wears clothes in simple earth tones, officials and starship crews dress in dark red-colored uniforms, made up of tunics, trousers, and boots. Officers attached to the **Nygean Detention Force** such as Warden Yediq sport V-shaped straps across their tunics, while starship crew like Mr. Garon have a single diagonal band over their chest; it is possible that these adornments may act as a badge of rank, status, or position.

The Nygean legal system is a powerful force in their civilization, and the penal code is extremely harsh and uncompromising. Unlike Federation law, where every attempt is made to rehabilitate violent criminals, Nygean law punishes serious crimes such as murder with a death sentence.

The penal system is based upon a tenet laid down in the ancient Nygean language, which reads 'Favor the Victims.' This code is the heart of Nygean lawmaking, and when a criminal is convicted, it is the family of the victim (in the case of murder) who are protected from emotional distress, and who set the sentence to be passed. The law reasons that only the victims of a crime can truly understand its weight.

Wealthy criminals can sometimes escape penalty by negotiating a settlement, and paying restitution to the victims. The penal code allows convicted felons to make an appeal to their accusers after the fact, but this option is frequently a wasted effort.

Technology

Nygean technology is comparable to most **Alpha Quadrant** species, with starships of various sizes and classes equipped with warp drive systems, **deflector shields**, **transporters**, and directed energy weapons. Nygean power plants operate with radioactive plasma channelled via a series of conduits – in the event of a plasma leak from one of these conduits, the resultant radiation can be fatal in minutes.

Only two classes of Nygean starships have been observed to date by **Starfleet** crews. The smaller is a scout-sized craft around one quarter the size of a **Federation *Intrepid***-class ship, with a dart-like winged fuselage, and twin forward mounted beam weapons. The larger ship is a tri-hulled transport vessel used by the Detention Force to convey cargoes of eight or more prisoners. They are tan in color, with a diamond wing design and a complement of escape pods.

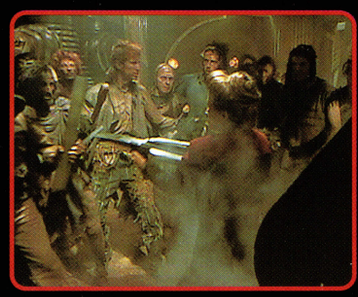
CRIME AND PUNISHMENT

Cruel and unusual

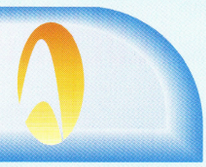
The Nygeans are not the only race to have a harsh legal system: Klingon criminals are often sent to severe prison planets like the icy penal colony of Rura Penthe; the laws of the Cardassian Union operate on the assumption that the defendant is guilty until proven innocent; the Akritirians place all convicts, no matter how small their crimes, in a barbaric prison satellite called The Chute; Argrathi law uses virtual reality technology to create the false memory of a lengthy prison sentence; the telepathic Enarans use execution by energy beam as a capital punishment; the Roman-like culture on Planet 892-IV use gladiatorial combats as a combination of executions and entertainment; and, the Baneans force murderers to relive their victims' final moments through the implantation of memory engrams.

Rura Penthe, the Klingon prison camp, is known as the "alien's graveyard." It is a frozen, inhospitable planetoid.

On Cardassia, no criminals are brought to trial until the authorities have already found the defendant guilty.



Those deemed guilty by the Akritiri, regardless of the severity of their crime, are sent to the hellish Chute.



FILE 25 U.S.S. ENTERPRISE NCC-1701-D

SHIP:
U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:
HOLODECK

BRIEFING:
'DIXON HILL' HOLODECK PROGRAM

FELIX LEECH

Leech is one of **Cyrus Redblock**'s lackeys in '**The Big Goodbye**,' who speaks with a thick accent. He is a sadist who enjoys killing and inflicting pain, but he cannot handle being hurt himself in any way. Leech ceases to exist when he attempts to leave the confines of the **holodeck**.

Like many criminals of this period, Felix Leech proves his cowardly ways by aiming his gun at a woman – in this instance Dr. Beverly Crusher. Soon after, Leech's matrix decompiles when he leaves the confines of the holodeck.

MAITRE D'

The maitre d' of one of San Francisco's fashionable clubs is unfortunate enough to have to deal with two **Borg** gatecrashers during an invasion of the ***U.S.S. Enterprise NCC-1701-E***. He asks them to leave as the club is closed and they do not adhere to the dress code, but he is thrown across the room for his trouble.

The maitre d' of an exclusive club is startled by the appearance of the Borg intruders, but in the best sense of his job politely asks them to move along. They fearlessly scan his holographic matrix, then toss him aside.

NAILS

Nails is the alias given to **Commander William T. Riker** by **Captain Jean-Luc Picard** when he enters '**The Parrot's Claw**' program.

Commander Riker's Starfleet uniform is a clear indication of his 24th-century origins – as opposed to Data's sophisticated suit.

MAC

Hill's local newspaper vendor happily extends the P.I. credit.

Dixon Hill's friendly newspaper vendor helps him out when cash is short.

MADELINE

Madeline is **Dixon Hill**'s secretary. She calls most people "hon," and keeps a gun in her desk drawer in case of trouble. She is fond of Hill, and she can be feisty with visitors to the office who try to disturb him unannounced. She has out-of-office 'responsibilities' that include her mother's cousin from San Antonio, and she enjoys hot dates with her "fella."

Madeline is the perfect accomplice to Dixon Hill. She is fond of her employer, and enjoys a colorful life outside of the office.

MCNARY

McNary is a homicide detective who plays good cop to his partner **Bell**'s bad cop. He is also friends with **Dixon Hill**; he and his wife **Sharon** sometimes have the private investigator over for dinner. McNary is held at gunpoint by **Cyrus Redblock** in '**The Big Goodbye**.' He discovers the truth of his holographic existence shortly afterward.

Detective McNary is one of Dixon Hill's closest friends in 'The Big Goodbye.'

NICKY THE NOSE

Nicky the Nose hails from Chapter 13 of '**The Big Goodbye**.' He is a gangster with a metal nose. He enjoys attending fancy clubs, surrounded by cronies, henchmen, and a number of attractive broads. He is on vaguely friendly terms with **Dixon Hill**.

Nicky the Nose is identifiable by his unique olfactory organ.

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NICKY'S HENCHMAN

Nicky the Nose's henchman accompanies his boss with a Tommy gun in a violin case. He resists **Dixon Hill**'s attempts to search him, and is then knocked unconscious with an ice bucket wielded by **Lily Sloane**.

Nicky the Nose looks on in bemusement as Dixon Hill goes about frisking his henchman before stealing his Tommy gun. The henchman does not witness this last action, as by this time he is slumped unconscious on the floor.

MARTY O'FALLON

A man that is murdered by **Jimmy Cuzzo** in a bar – **The Parrot's Claw** – frequented by **Dixon Hill**. The murderer is only sent down due to the help and testimony of Dix himself.

CYRUS REDBLOCK

Redblock is a big, verbose, violent mobster in '**The Big Goodbye**.' He professes to believe in civility and good manners at all times. He states that senseless killing is immoral, but killing with a purpose – even police and women – can often be ingenious. He hires **Dixon Hill** to locate an unspecified object without meeting him, and is upset when it does not turn up. He becomes aware of the existence of a world beyond the **holodeck**, but vanishes when he attempts to cross the threshold.

Cyrus Redblock's existence is brought to a swift end when he steps out of the holodeck into the U.S.S. ENTERPRISE NCC-1701-D.

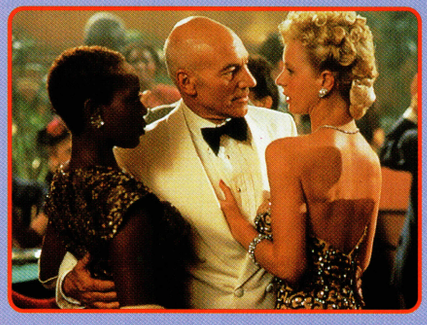
REX

Few people know the last name of the worldly **Rex**, who owns a smoky San Francisco bar in '**The Parrot's Claw**.' He is fond of **Dixon Hill**, despite his extensive bar bill. Rex testified alongside the private eye to put **Jimmy Cuzzo** behind bars, and he hopes that sticking with Hill will deter Cuzzo from revenge. Rex is chatted up by the visiting **Lwaxana Troi**, who does not initially realize that he is a hologram.

Rex is somewhat irked by Dixon Hill's bar bill, but cannot help but be a friend to the private detective.

RUBY

Ruby is a pretty, blonde female acquaintance of **Dixon Hill** in '**The Big Goodbye**.' She was a one-time lover of **Dixon Hill**, but the relationship did not work out because he was always occupied. She is still in love with him, and she displays overt jealousy at his female company.



Ruby attempts to slip in on a dance between Dixon Hill and Lily Sloane, warning him to "dump the broad."

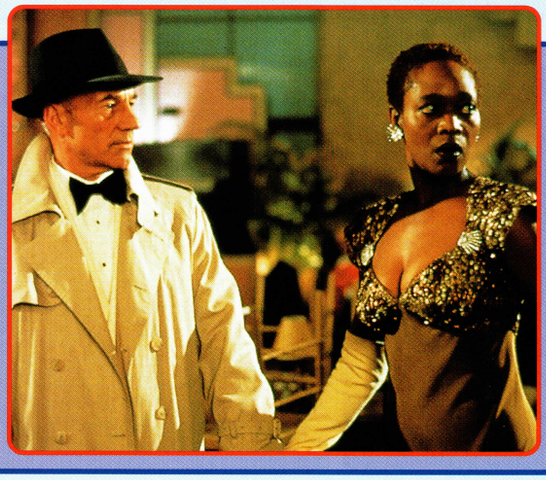
TOUGH GUY

This unnamed gangster asks **Dixon Hill** to take on a case in '**The Parrot's Claw**,' and makes it clear he is "not in the mood for 'funny.'"

Hill is wary when the tough guy requests the detective's services.

LILY SLOANE

21st-century woman **Lily Sloane** takes on the role of **Dixon Hill**'s latest 'squeeze' to escape the **Borg**, and earns the ire of **Ruby**. She later whacks **Nicky the Nose**'s henchman over the head with an ice bucket.



Lily Sloane leaves behind her practical 21st-century clothes to don a beautiful satin gown within the Dixon Hill holodeck program. Sloane is initially bewildered at the grandiose environment, but under Captain Jean-Luc Picard's instruction soon readjusts.

WHALEN

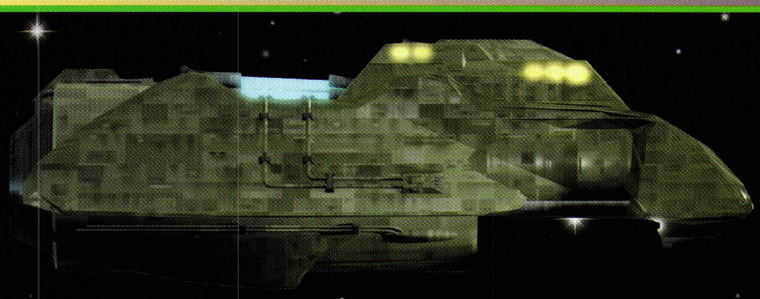
U.S.S. Enterprise NCC-1701-D officer **Whalen** is invited to sample the world of **Dixon Hill** by **Captain Jean-Luc Picard** in 2364. He is shot and seriously injured when the **holodeck** malfunctions.

Without her medical devices, Dr. Crusher can only implement rudimentary measures to help Whalen.

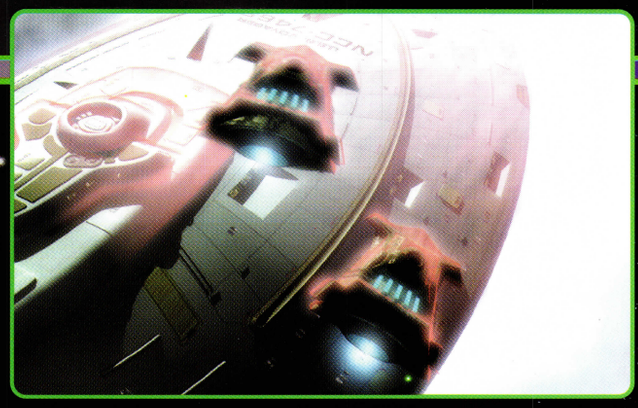
Delta Quadrant Ships:

Encountered by the U.S.S. VOYAGER NCC-74656

SRIVANI VESSELS



STARBOARD VIEW

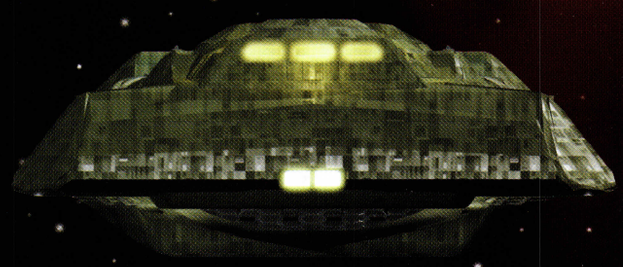


A number of SRIVANI VESSELS latch onto the hull of the U.S.S. VOYAGER NCC-74656. Only the gravitational pull of a binary pulsar can release them.

The presence of ***Srivani Vessels*** in close proximity to the ***U.S.S. Voyager NCC-74656*** in 2374 is only revealed when the **Starfleet** crew discover that they are being subjected to horrific scientific experiments. These small ships possess sophisticated **cloaking devices**, and the ability to hard connect with the hull of a larger target vessel such as *Voyager*.

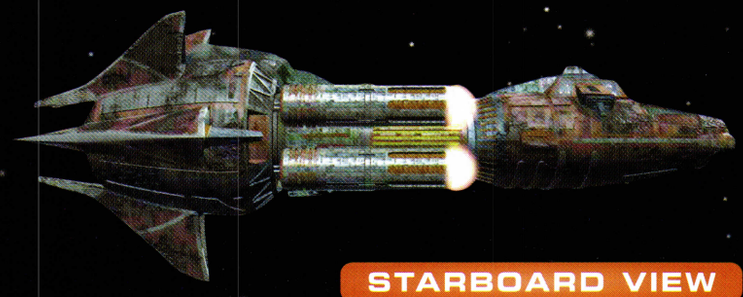
STARSHIP LOG: 'SCIENTIFIC METHOD' [VOY]

DORSAL VIEW



FORE VIEW

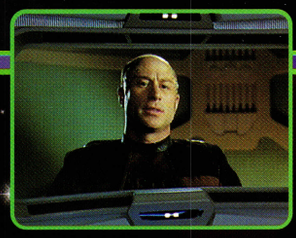
KRENIM VESSEL: POST TEMPORAL INCURSION



STARBOARD VIEW

This small ship is the first ***Krenim Vessel*** to be encountered by the ***U.S.S. Voyager NCC-74656***. In this form, the **Krenim** ship poses little threat to the **Starfleet** vessel – although this position changes in an instant following an alteration in the timeline.

STARSHIP LOG: 'YEAR OF HELL' [VOY]



The captain of the KRENIM VESSEL spouts a number of aggressive demands that his weak ship cannot hope to fulfill.

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Delta Quadrant Ships: Encountered by the U.S.S. VOYAGER NCC-74656

ZAHL VESSELS

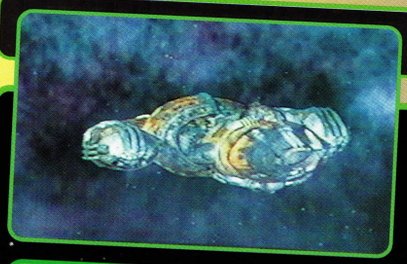
The Zahl prove to be a worthy ally of the battle-damaged U.S.S. VOYAGER NCC-74656 and its crew.

The **Zahl** join forces with the ***U.S.S. Voyager NCC-74656*** in an attempt to end the **Krenim Imperium**'s hold over this region of the **Delta Quadrant**. They are, however, later removed from the timeline.

STARSHIP LOG: 'YEAR OF HELL' [VOY]

FORE VIEW

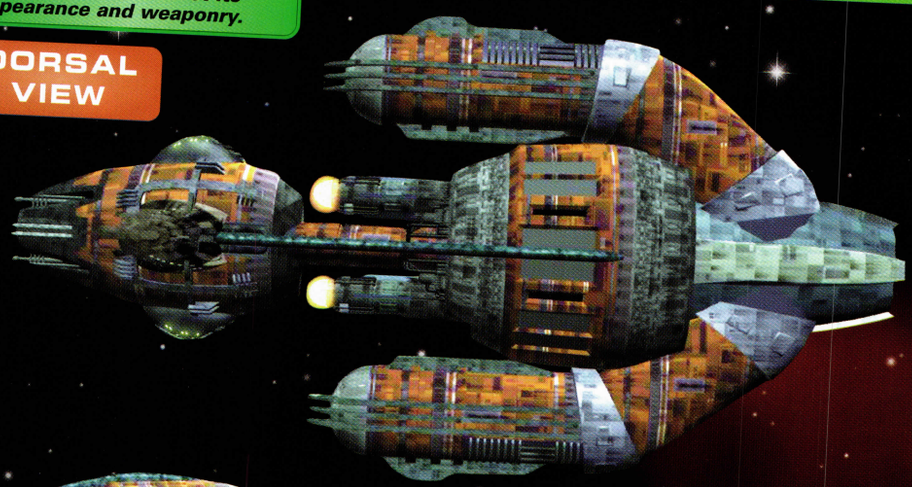
KRENIM WARSHIP



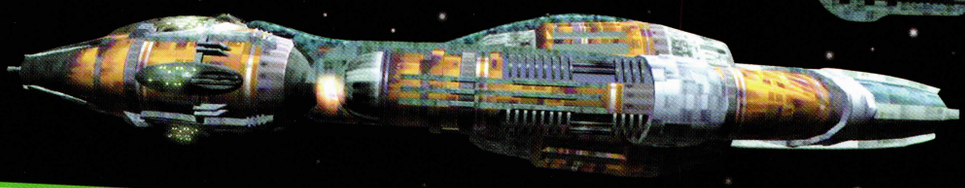
Unbeknownst to its crew, the KRENIM WARSHIP is made more formidable by changes in the timeline that affect its appearance and weaponry.

The ***Krenim Warship*** is one of the **Krenim Imperium**'s most powerful vessels, and is often to be found patrolling the borders of this species' space. The *Warship*'s most potent weapons are **chronoton torpedoes**; these generate a **chronometric** field that allows them to breach the shields of enemy ships.

STARSHIP LOG: 'YEAR OF HELL' [VOY]

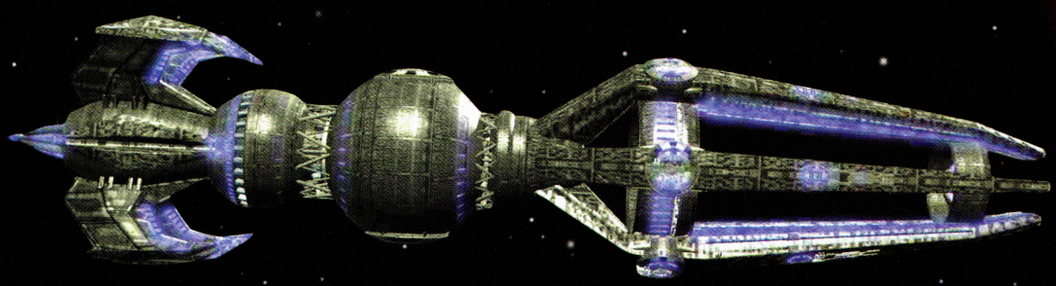


DORSAL VIEW



PORT VIEW

KRENIM TEMPORAL WEAPON SHIP



VENTRAL VIEW

The ***Krenim Temporal Weapon Ship*** commanded by **Annorax** is the most advanced – and dangerous – vessel under **Krenim** control. This ship literally has the ability to erase entire planets and cultures from the timeline using the temporal weapon located in its central and forward section. Temporal shielding protects the ship from the changes it effects.

STARSHIP LOG: 'YEAR OF HELL' [VOY]

FILE 44 NON-STARFLEET HUMANS

John Torres

John Torres falls in love with a **Klingon** woman, and they share many happy years together. As their daughter comes of age, however, he finds he has lost the strength to cope with these volatile women, and abandons them. Years later, he discovers he wants a second chance.

OTHER CARDS IN THIS FILE...
31 GROUNDSKEEPER BOOTHBY
36 MAGNUS & ERIN HANSEN
44 SHANNON O'DONNEL
SEE OTHER FILES...
OTHER GROUPS & RACES...File 18
STARFLEET PERSONNEL.....File 43
STAR TREK: VOYAGER.....File 71

When human **John Torres** begins dating a **Klingon** woman, **Miral**, he does so fully aware of the genetically confrontational and aggressive nature he will have to cope with. The relationship blossoms and strengthens, despite the misgivings of his mother, eventually progressing to marriage. The difficulties caused by contrasting approaches to life are overcome, and the Torres' marriage is initially a happy one; the union results in the birth of a daughter, **B'Elanna**. As is the case with Klingon genetic characteristics, her forehead bears the distinctive Klingon bone ridges, but Torres does not consider that this detracts in any way from her beauty.

As B'Elanna grows into puberty, Torres begins to experience more and more unhappiness in his marriage. He has been able to cope with the combative nature of one Klingon woman, but the additional stresses of B'Elanna's hormonally prompted behavior coupled with an already strained relationship proves too difficult.

Loving father

John is very close to B'Elanna during her childhood when the family home is located on **Kessik IV**. He dotes on his daughter, and is both a caring and sympathetic parent. He is well aware of the difficulties she faces and endures, given her mixed species parentage, and is a source of understanding, dispensing sound advice and comfort.

With conflicting emotions about his life, John is able to mull over the problems in his marriage while on a camping trip during B'Elanna's early teens. The trip is taken not with his wife, but with his brother **Carl**, and Carl's three children, B'Elanna's cousins. Carl is very fond of fishing, and has a wealth of fishing stories, the traditional exaggerations taken in by children and the gullible. Away from his wife and able to discuss matters with his brother, John is able to place his life in perspective.

Broken bonds

The trip does not prove to be the bonding experience with B'Elanna that he hopes for. On one particularly stressful day B'Elanna disappears alone in the woods after a prank played by her cousin **Dean**. The children return to the campsite without her, and John's concern mounts as there is no sign of her by the time darkness falls. John manages to control his emotions when talking with her about her day, despite the mixture of anger and relief he feels at B'Elanna's eventual reappearance. She had previously mentioned that she believes her cousins do not like her, and this is compounded by the teasing she experiences at school due to her Klingon appearance. John's attempts to alleviate her fears by explaining childhood teasing as commonplace have little discernible effect. He relates how during his childhood he had a propensity for falling asleep during school lessons, leading to his classmates referring to him as "John Snore-ez." He further elucidates that children possess a tendency to hone

PROFILE ON JOHN TORRES

NAME: John Torres
LIFE FORM: Human male
FAMILY: Klingon wife Miral, and daughter B'Elanna
RESIDES: Kessik IV, Earth
REMARKS: Initially attracted to the passionate nature of the Klingon people, John is deeply in love with his wife. His pessimistic mother proves correct in her prediction that he is not strong enough for her, and he leaves his family. Two decades later he makes efforts to forge a new relationship with his daughter, Lt. B'Elanna Torres.
FIRST SEEN: 'Lineage' [VOY]

John Torres is a loving and sensitive husband and father; he buckles under the strain of dealing with two Klingon women, however.

FROM THE WILDS

★ Gone fishing...
John and B'Elanna Torres have a serious discussion over which fishing line is best. John enjoys these moments to bond with his daughter.

★ Dad
John is very supportive of the young B'Elanna, but finds it increasingly difficult to appease her pubescent Klingon temper and mood swings.

★ Part and parcel
John finds the lure of the Klingon nature weakening, when his wife's temper is compounded by B'Elanna's adolescence.

★ Camp fire stories
The Torres clan gathers around the fire at night while they are on a camping trip. It is a regular father-child bonding occasion.

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John Torres

★ Heart to heart

John discusses his marital difficulties with his brother Carl around the dark intimacy of the camp fire.

★ Running away

John catches his daughter packing. She is planning to run away after she overhears his conversation with her uncle.

in on the fears and weaknesses of their fellows, and B'Elanna must learn to develop an immunity to such teasing. His sound advice falls on deaf ears.

Later that same day, believing all the children to be sleeping, John confides in Carl over the campfire. He mourns the fact that his closeness to B'Elanna as a child has evaporated now that she is experiencing puberty. Her present nature is moody, unpredictable, and argumentative, and he considers her too sensitive in her dealings with other children. John's experiences with B'Elanna echo the conflicts he has with Miral, and he wonders aloud if he can continue living with two Klingon women. He recalls the advice of his mother, who did not consider he had the constitution to live with a single Klingon woman, and wistfully notes he now shares his house with two of them. Conflict is a continual aspect of his life, and as he ages, the intensity of Klingon relationships that he once found thrilling now merely tires him.

Careless words

As he talks, he does not realize that B'Elanna remains awake, and is listening to every word. She is resentful and angry at his comments, and he finds her packing her bag, intending to run away. When John attempts to talk with her, saying he still loves her mother, she denies his claim, considering he does not love her either, and will not accept John's comment that she is twisting his words. Having worked herself up into a fine peak of anger B'Elanna suggests that if he cannot stand living with two Klingon women he should just leave them.

Twelve days later he does so, returning to Earth without realizing the deep psychological scars this leaves on his daughter. For a period of 20 years she has blamed herself for his departure, and has consciously repressed all aspects of her Klingon heritage as a response.

Second chances

John Torres loses contact with his family, but when ***U.S.S. Voyager NCC-74656*** disappears in the **Delta Quadrant** along with the **Maquis** ship it is pursuing, Torres feels enormous grief at the thought that he will never see his daughter again. When the opportunity arises to make visual contact with *Voyager* in the Delta Quadrant he requests permission to talk with B'Elanna. He is awkward and hesitant at first, indicating that their old home on Kessik IV has changed considerably. By the end of the transmission, however, he expresses his sincere regret at having missed two decades of contact, and his hope that he can once again come to know his daughter. A reconciliation of sorts is achieved when she consents to write to him.

John Torres's reunion with his daughter is both timely and auspicious. B'Elanna and her husband, **Lt. Tom Paris**, are expecting their first baby, and are already facing the difficulties of raising a mixed race child; Paris will, like his father-in-law, be living alongside two females possessing strong Klingon characteristics. The mistakes of the past between father and daughter can teach parents and grandparents alike. The love John had for the passionate nature of his family, and the time he has had to reflect on his past make him a stronger man.

★ Wholesome family fun

John Torres enjoys the opportunity to spend time with his brother Carl and his three nieces and nephews.

★ Explanations

John tries to convince his daughter that his relationship with her is separate from his with her mother.

"I guess . . . the older I get . . . the less 'intensity' I can handle."

— John Torres confides in his brother Carl

FAMILY TIES

History in the making

The technology permitting John Torres to communicate visually with his daughter aboard the *U.S.S. Voyager NCC-74656* in the Delta Quadrant is given a successful trial run on Stardate 54732.3. The monthly exchange of electronic mail had been previously established by Starfleet scientist Lt. Reginald Barclay. His dedication results in a system of transmitting a datastream through a micro-wormhole to coordinates where *Voyager's* scanners might pick up the transmissions. Once contact has been established, regular data transmissions to and from *Voyager* became normal, with crew members able to contact their loved ones for the first time in five years.

The visual communication was also developed by Reg Barclay, incorporating schematics and suggestions from Seven of Nine and Ensign Harry Kim. It involves *Voyager* adjusting deflector screens to pick up a phased tachyon beam with a triaxilating encoding. This beam is bounced off a quantum singularity, and only permits 11 minutes of contact each day, but is the first transgalactic signal, earning Barclay a place in history. The historic transmission sees him and Admiral Paris on Earth conversing with Captain Kathryn Janeway and Harry Kim, with Seven, Chakotay, and Lt. Commander Tuvok also present.

▲ Troubled

Lt. B'Elanna Torres's pregnancy raises troubled thoughts over her past relations with her father. She is unsure whether to seize the opportunity to speak with him.

◀ Distant

John Torres has three minutes of onscreen time to begin a reconciliation with his daughter.

FILE 48 KLINGON PERSONNEL

T'Greth

OTHER CARDS IN THIS FILE...
4 CHANCELLOR GORKON
8 KOLOTH

SEE OTHER FILES...
THE KLINGON EMPIRE.....File 11
THE KLINGON FLEET.....File 34
STAR TREK: VOYAGER.....File 71

The proud **T'Greth** travels to the far reaches of the Galaxy with other sectarians searching for the **Kuvah'Magh** as prophecized in the ancient scrolls. Not only is the ***D-7-Battle Cruiser*** he lives on antiquated, but so too is the intelligence with which he makes his judgments.

T'Greth is a **Klingon** whose only knowledge of the Klingon homeworld is vicarious; it is either passed from generation to generation, or from studies. The only home he knows is a class ***D-7 Klingon Battle Cruiser***, decommissioned by the Klingons over 50 years earlier, and the only life he has known has been traveling through the **Delta Quadrant** in an attempt to search for the fulfillment of an ancient prophecy.

Despite his limited sphere of contact with others of his kind, T'Greth is a Klingon's Klingon, a proud and mighty warrior quick to scorn weakness, yet respectful of the spiritual side of Klingon life. He also possesses a great faith in the ancient prophesies.

His community began their journey during the period of tension between the **United Federation of Planets** and the **Klingon Empire**. T'Greth's immediate ancestors are among the members of a sect disenchanted with what they considered the stagnation of the Klingon Empire. When these people chanced upon concealed ancient scrolls that appeared to offer an alternative life, they opted to take that opportunity. The scrolls emphasized the necessity of a long journey to a far away place where they would meet a savior known as the **Kuvah'Magh**. This savior would lead them to a place that would be the foundation of a new Klingon Empire.

Hard man of honor

More than a century has passed since the original members of the sect departed, and during that time their *Cruiser* has traveled over 30000 light years, deep into the Delta Quadrant. The journey has been one requiring the endurance of great hardship, yet succeeding generations of Klingons aboard the *Cruiser* have never lost their faith in the oblique prophesies of the ancient scrolls. T'Greth's staunch certainty in the truth of the prognostications revealed in the texts comes from years of study, and he is able to argue their interpretation with his fellows who sit on the **Council of Elders**.

On **Stardate 54518.2**, when it seems that the conditions of the prophesies have been fulfilled by the baby in gestation within **Lt. B'Elanna Torres** from the **Federation *U.S.S. Voyager NCC-74656***, T'Greth is initially skeptical. He questions the authenticity of information detailing the peace agreement between the Klingon Empire and the Federation, but is swayed by the arguments of his leader, **Kohlar**. When he and the other members of the Council of Elders see B'Elanna, however, it is T'Greth who is first to vocalize his disgust and dissent. He is unable to conceal his disappointment at noting that Kohlar's idea of the Kuvah'Magh's mother is half human and half Klingon, and furthermore that the father of her child has no Klingon blood or heritage. He

PROFILE ON T'GRETH

NAME: T'Greth

LIFE FORM: Klingon male

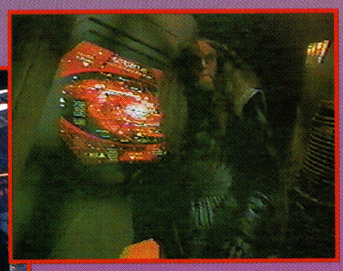
STATUS: Member of the Council of Elders, second-in command to Kohlar.

REMARKS: A zealous believer in the ancient scrolls and their prophecies. An exceptionally traditional Klingon, with strong isolationist tendencies due to decades in the Delta Quadrant.

FIRST SEEN: 'Prophecy' [VOY]

T'Greth is a fierce warrior, faithful to his race, religion, and heritage. He is a purist, and is prejudiced against those who do not share his ideas of Klingon honor and tradition.

FIGHTING FOR A CAUSE



★ Bridge officer

T'Greth is a formidable warrior and monitors the status of the Federation vessel that they encounter in 2377.

★ Skeptic

T'Greth is the first to voice his concerns when Kohlar returns from seeing B'Elanna. He worries about the lack of verification.

★ End of an era

T'Greth and other Elders look over the body of one of their comrades who has succumbed to the Nehret.

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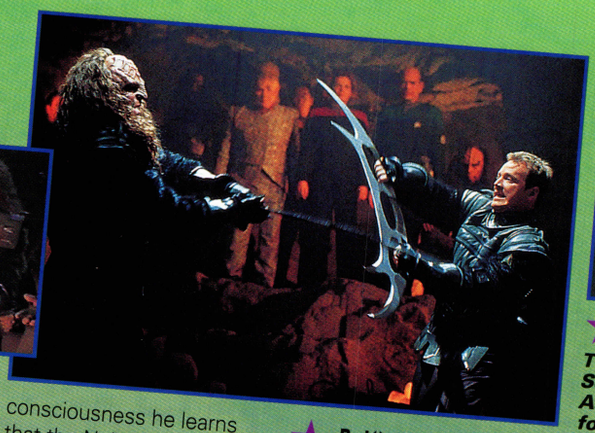
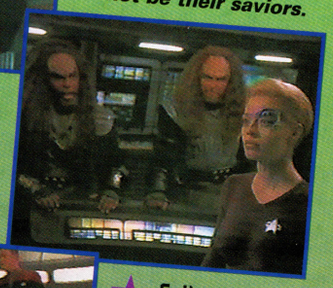
T'Greth

★ Translation
T'Greth is part of the group who try to determine the truth written in the scrolls.

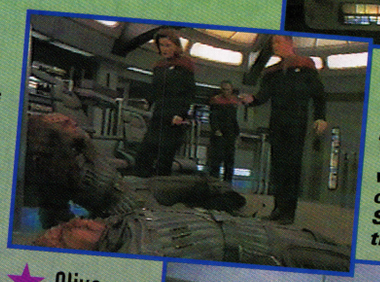


★ Bat'leth battle
T'Greth relishes the opportunity to humiliate Lt. Tom Paris during the duel. By Emperor Mur'Eq's rules, he who knocks his opponent to the ground three times wins.

★ Bad loser
T'Greth is adamant that the Nehret and not Tom Paris is the reason for his defeat. He claims that B'Elanna and her child cannot be their saviors.



★ Planet searching
T'Greth offers to help Seven of Nine in Astrometrics to search for a new planet for the Klingons.



★ Failure
T'Greth's futile rebellion on VOYAGER ends with him prostrate on the bridge with Starfleet weapons trained on him.

★ Alive
T'Greth is amazed that he has been restored to health, but is not forthcoming with his thanks to the Doctor and B'Elanna.

cannot conceive that the Kuvah'Magh will not even have 50 percent Klingon blood.

T'Greth's increasing certainty that B'Elanna Torres is not the mother of the Kuvah'Magh is not swayed, even when she appears to fulfill many more of the prophesied criteria than initially expected. He sees a major failing in her choice of mate, who he refuses to consider meets the specification of a great and noble warrior. When **Lt. Tom Paris** rises to the aspersions he casts on B'Elanna's suitability as mother of the Kuvah'Magh, T'Greth is quick to goad him further, and then to issue the challenge of a fight to the death.

Loose tongue

For him it is a matter for further scorn when Paris's female commanding officer refuses to let him participate in mortal combat. He initially ridicules the suggested alternative of combat with a blunted **bat'leth**, but T'Greth holds his tongue when asked if by implication he is ridiculing the Klingon hero who conceived the trial as a limitation on training practice, ensuring more of his men remained healthy to face an enemy.

In common with all his fellows, T'Greth carries a virus within him known as the **Nehret**. It lies dormant and harmless within the Klingon system, but once it becomes active, death is not far away. During his combat with Paris, T'Greth becomes short of stamina, and collapses as the Nehret activates. On regaining consciousness he learns that the Nehret has been passed to B'Elanna and her unborn child. For T'Greth this is the final confirmation that Kohlar's insistence that B'Elanna carries the Kuvah'Magh is false, as his assertion is that the true messiah could not be affected.

Righteous renegade

T'Greth is aware he is not alone in having doubts about the authenticity of the Kuvah'Magh, and determines that the prophecies can still be fulfilled if the dissidents can take control of *Voyager*. The opportunity arises as a search is made for a planet that the Klingons can colonize. He requests to be included in the survey mission despite his condition, and when preparing to leave he begins his rebellion by seizing control of the **transporter**, and beaming the majority of the crew to the planet below. His bold plan unravels when he is unable to transfer the bridge crew. Faced with few alternatives he opts for a direct assault on the bridge in the company of three other rebels, transporting everyone through their defensive forcefield. The assault proves a tougher proposition than anticipated, despite the element of surprise, and it fails. T'Greth is rendered unconscious by a **phaser** burst.

Upon recovery he is a man transformed – the Nehret has been purged from his system. He and the other Klingons are inoculated with a vaccine synthesized from the antibodies generated by B'Elanna's unborn child, antibodies only able to manifest due to the child's mixed heritage status. The knowledge that the child has resisted the Nehret, and acted as a savior to the Klingons removes all doubts from T'Greth's mind. He accepts Kohlar's reading of the ancient prophesies, and willingly joins the new Klingon settlement to be founded on an unoccupied Delta Quadrant planet.

> "Would an honorable warrior ever refuse a challenge?"
>
> —T'Greth

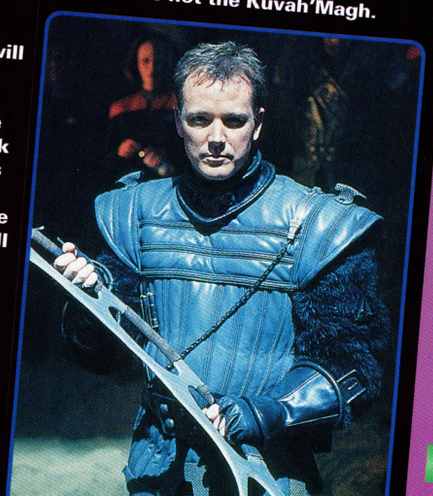
PARIS AS A KLINGON WARRIOR

Culture clash

Tom Paris endures several insults from T'Greth, starting with his assertion that Tom's baby to-be is a mongrel child. When T'Greth enquires if B'Elanna has been sleeping with his fellow Klingon Kohlar, Tom leaps to her defense. He is provoked further by T'Greth's dismissal as ludicrous that he is the father of the Kuvah'Magh because the prophesies have it that her father is an honorable warrior.

In the war of words that follows Tom lays himself open to loss of face if he refuses to accept the challenge of a fight to the death. He is reluctant to indulge in a potentially fatal fight with a Klingon, but to turn the challenge down would confirm the suspicions that his child is not the Kuvah'Magh.

In the event the lethal combat aboard *Voyager* is forbidden by Captain Kathryn Janeway, but she will accept a compromise involving the use of blunted bat'leths. Kohlar is willing to tutor Tom in the use of the bat'leth, and with a suitable holodeck environment provided, the fight goes ahead. Tom initially handles himself well, but it soon becomes apparent he is no match for T'Greth's superior skill and strength. Luckily, the fight is cut short by T'Greth's collapse.



▶ Fighting for his wife's honor
The only Klingon Lt. Tom Paris is afraid of is his wife, and he is not prepared to have her honor, or his, compromised by T'Greth.

Warden Yediq

Warden Yediq is employed within the structure of justice applied by the **Delta Quadrant Nygeans** as part of their formidable **Detention Force**.

OTHER CARDS IN THIS FILE...
28 DR. MA'BOR JETREL
40 CAYLEM
58 GEDRIN

SEE OTHER FILES...
OTHER GROUPS & RACES...File 18
STAR TREK: VOYAGER.....File 71

The **Nygean** homeworld oversees a number of neighboring planets, and it is **Yediq**'s task to transport criminals from other planets in the system back to the homeworld for incarceration, or execution, if that is their sentence.

Yediq is a family man with children called **Boche** and **Ledara**, but the tough attitude required for his job means he is also capable of ordering brutal action against his charges. He sees the universe in black and white, believing that ordinary, decent citizens should have protection from the guilty, and criminals in his charge deserve no more than the minimum of sustenance and comfort to ensure their survival. He has no moral qualms whatsoever about state sanctioned execution for the crime of murder. He is in charge of a small crew aboard his vessel, and his duties also encompass those of a ship's captain.

In 2377, Yediq is in command of a routine journey delivering prisoners back to the homeworld for execution. All eight have committed murder, three of them on multiple occasions. The journey and the lives of those aboard are threatened when Yediq's craft develops a plasma leak. He is fortunate that his distress signal is picked up by the ***U.S.S. Voyager NCC-74656*** and that **Captain Kathryn Janeway** orders the transport of Yediq, his crew, and his charges over to her vessel before his explodes. Such is Yediq's dedication and principle, that he is prepared to die rather than sanction the use of escape pods, and risk his prisoners once again being able to endanger the public.

A difference of opinion

Aboard *Voyager* Yediq emphasizes the dangerous nature of the men he is transporting. Given that one of his charges makes an unsuccessful attempt to take a crew member hostage on arrival, his warnings are taken seriously. He realizes, however, that his benefactors are uncomfortable with the idea of capital punishment, and when he requests transportation back to his homeworld it is refused, as it would require *Voyager* to travel in the wrong direction. He is, however, promised maximum security facilities while awaiting a ship from his homeworld to rendezvous with *Voyager* to collect his prisoners and staff.

Yediq questions the security of the cells that are rapidly prepared to confine his prisoners aboard *Voyager*, but is assured by security chief **Lt. Commander Tuvok** that the forcefields on individual cells are impenetrable, as are the **tritanium** bulkheads. Yediq's security is further augmented by more guards provided from *Voyager*'s own security team, but his staff are only permitted to retain their weapons within this area.

Severe cruelty

This privilege is withdrawn when Yediq allows his wardens to administer a severe beating to a particularly uncooperative prisoner named **Iko** who has obliquely threatened the lives of Yediq's children. The assault leaves Iko severely brain damaged and likely to die, and is justified by Yediq as the only behavior the prisoner understands. He is barred from any further contact with his prisoners while aboard *Voyager*, and questions the capability of the security staff to cope adequately with them.

Warden Yediq's arrogance eventually endangers his life when he takes the opportunity of confusion caused by an attack on *Voyager* to slip away from a security team.

PROFILE ON A WARDEN

NAME: Yediq
LIFE FORM: Nygean male
POSITION: Ship's captain, Warden
REMARKS: High ranking security officer in charge of commuting convicts awaiting execution. Not easily swayed, and unlikely to alter opinions.
FAMILY: Two children: Boche and Ledara
FIRST SEEN: 'Repentance' [VOY]

Yediq believes in the Nygean justice system and the ancient tenets upon which it is based. "Vekto Valek K'Vadim" translates as "favor the victims" – he does.

VICIOUS VIOLENT CIRCLE

★ **A sense of security**
When Yediq is transported from his ship, he realizes some of his prisoners are missing, and quickly raises the alarm.

★ **Security chiefs**
Lt. Commander Tuvok and Warden Yediq hold the same responsibilities, but take very different approaches.

★ **Request denied**
Yediq learns that the U.S.S. VOYAGER NCC-74656 will not be returning to the Nygean homeworld.

★ **Beating**
Yediq allows, even encourages, the beating of his most pathologically dangerous prisoner, the Benkaran Iko.

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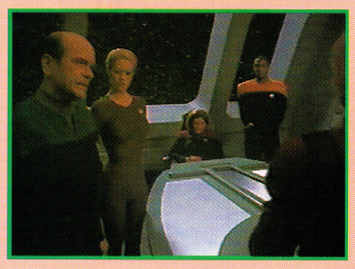
Warden Yediq



★ **Objections raised**

Yediq has no time for the Doctor's belief that Benkaran violence is due to a birth defect.

"Violence is the only thing he understands."

— Yediq justifies beating a defenseless man

His prisoners have escaped, and Yediq's intention is to administer some personal justice. Unfortunately for him, his former charges are armed, and as they are already due for execution they have nothing to lose by taking a few more lives.

Tables turned

Armed with a **phaser**, Yediq stuns one escaped prisoner and believes he has the drop on a **Benkaran** captive named **Joleg**. Unfortunately, he has failed to notice a further prisoner behind him. He is quickly disarmed, and taken as a hostage by Joleg when other security officers appear. Far from being cowed, Yediq is defiant before Joleg, who has every intention of killing him. He is stopped by the even more intimidating Iko, now recovered from his beating.

Yediq is powerless as Iko demands the right to execute him in return for the beating that nearly took his life. The warden's life is saved when Iko is given the potential murder weapon, and in turn hands it to Yediq. He wastes no time in felling his previous assailants, and for the first time comes to believe that Iko is a reformed character. Despite having been presented with medical evidence that Iko's antisocial behavior is the result of cranial damage at birth, and that this has since been repaired, Yediq has remained convinced that Iko is manipulating a gullible crew with the pretence of rehabilitation. Even giving the evidence credence, he refuses to believe that any commuting of Iko's sentence is appropriate. Just seconds before Iko turns the phaser over to him Yediq, still brave in the face of impending death, is boasting that he knows Iko has deceived the *Voyager* crew, and that he has not changed.

★ **Prisoner**

Warden Yediq is at the mercy of the extremely violent offender Joleg.

★ **A man changed**

Yediq believes that the VOYAGER crew are soft, and are being fooled by the repentant Iko.

★ **Sanctions**

Yediq must acquiesce to the will of Captain Kathryn Janeway – her ship, her rules.

★ **A new phase**

Yediq turns his phaser on his most brutal prisoner Iko; he does not share Iko's sense of remorse.

★ **Unlikely savior**

Yediq's life is saved by the very man he nearly killed in a sanctioned prisoner beating.

Mercy and a second chance

Nygean law permits families of a murder victim to pass the sentence they consider appropriate on the murderer, and Yediq is browbeaten by *Voyager*'s crew into helping prepare an appeal on Iko's behalf against his impending execution. Yediq had believed this appeal to be an unnecessary escalation of the grief caused to the family of Iko's victim. Having experienced Iko's repentance first hand, however, Yediq himself appeals to the victim's relations who have rejected the opportunity to hear Iko's appeal against his sentence.

Yediq stands by Iko as he makes his appeal, but shortly afterward must escort him back to his cell when it fails. All Yediq's prisoners are safely transferred to a transport ship, and he departs for the Nygean homeworld having safely delivered his charges to justice.

NYGEAN PRISONERS

Color coded convicts

Life as a captive on Warden Yediq's transportation ship is far from a comfortable existence. Brutality is a common aspect of life for all captives, whether it be the more aggressive prisoners preying on the weak, or from the wardens taking out their frustrations on the prisoners. The regime is an extension of Warden Yediq's belief that violence is the only method of getting a message through to some prisoners.

All prisoners wear a uniform designed to distinguish them from ordinary citizens. This grey coverall has a left arm in the color orange that stretches over the shoulder to the collar. The coverall opens in a V-shape at the neck, and is worn over a garment beneath. The most distinctive feature of the uniform is a series of diodes across the chest area. Perpetually illuminated in orange, red, and blue, and coupled with reflective buttons of similar size and colors, they enable a prisoner to be located in the dark.

Prisoners are only given a single meal each day, and this is strict prison fare, merely the basic nutrients sufficient to keep them alive during transportation back to the Nygean homeworld for execution.

◀ **Lights**

Nygean prisoners are conspicuously well lit, even in the shadows.

▼ **Underneath**

Prison issue undergarments are neutral in color.

FILE 59 SYSTEMS

Environmental Suits: 2293

Starfleet vessels are supplied with a variety of suits in which crew members can undertake duties in hazardous conditions within the confines of a starship. In 2293, however, two such suits are used for a far more devastating mission than could ever be imagined.

Yeomans Burke and Samno board KRONOS ONE from the U.S.S. ENTERPRISE NCC-1701-A wearing standard environmental suits and gravity boots. They stalk through the ship's corridors ruthlessly killing and maiming as they progress.

The grave situation faced by the **Klingon Empire** after the destruction of its primary energy facility **Praxis** in 2293 forces this proud warrior race to undertake a series of peace talks with the **United Federation of Planets**, despite fierce resistance from individuals on both sides. Senior officers in **Starfleet** and the **Klingon Defense Force** fear the changes **Chancellor Gorkon**'s treaty may bring, so a plot is devised by Gorkon's chief of staff, **General Chang**, and Starfleet's **Admiral Cartwright** to assassinate Gorkon aboard his vessel, ***Kronos One***, and blame the attack on the captain and crew of the ***U.S.S. Enterprise NCC-1701-A***. A later plot to kill the **Federation President** during the **Khitomer conference** is also planned. Crucial to the assassination of Gorkon are two *Enterprise* yeomans, **Burke** and **Samno**, who carry out the elimination of the Klingon chancellor by beaming aboard the stricken *Kronos One* after a sneak attack by an experimental cloaked ***Klingon Bird-of-Prey***.

The crippled flagship loses its artificial gravity, so Burke and Samno utilize standard Starfleet environmental suits and **gravity boots**, not only to disguise their appearance, but to allow them to function within the zero gravity environment.

Suit history

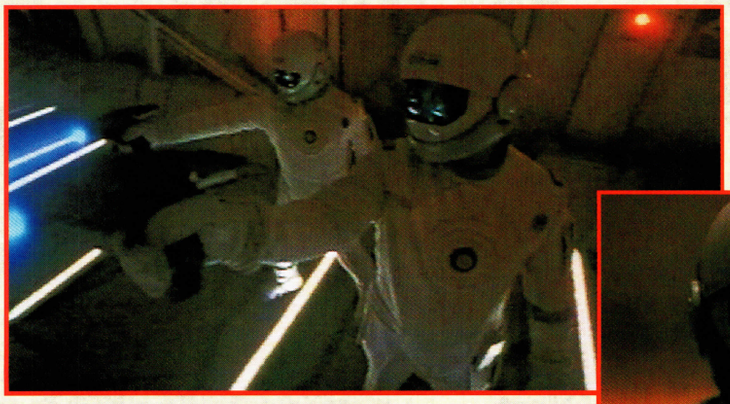
Full body environmental suits have been available to Starfleet crews entering potentially hazardous locations since at least 2265, offering a self-contained breathable air supply and protection from extreme temperatures. Environmental suits have undergone a number of significant design changes over the years, with some suits incorporating direct attachments to thrusters units; those installed aboard the ***U.S.S. Voyager NCC-74656***'s shuttlecraft in the 2370's allow survival in space for a number of hours. The suits worn by Burke and Samno are much more streamlined than later designs, and incorporate smaller helmet units that allow complete anonymity to the murderers due to the reflective silvered visors which are normally employed in conditions of extreme brightness.

The 2293 environmental suit is manufactured from a lightweight white material, allowing easy visual identification of an individual within a hostile planetary situation, or if they are in space.The environmental suit consists of four main elements: a helmet, single piece padded overall, lightweight padded gloves, and heavy duty gravity boots, that combine to cover the majority of the user's body – only the neck between the underside of the helmet and the upper collar of the main suit body is protected by a different material. It is likely that Burke and Samno wear a stripped down version of a fully protective environmental suit as they expect the atmosphere to remain in place aboard *Kronos One;* additionally, the lack of heavy duty protection around the neck, arms, and legs allows them to move quickly and freely during their murderous mission. It is also important that their gloves are slim enough to operate a **hand phaser**, as restrictions to both aiming and firing the weapon could present a significant tactical disadvantage, despite them having the element of surprise.

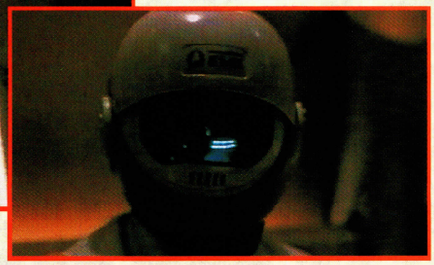
The helmets are constructed from a high impact material, providing a sealed breathable atmosphere for the user as well as offering protection from trauma or exterior conditions. Unlike many other environmental suit helmet designs, the forward and sideways view is relatively limited due to the small visor size. A wide light gray colored ridge runs around the underside of the helmet from beneath the chin to behind the back of the head, its styling in keeping with the gravity boots worn by both men.

Visor operation

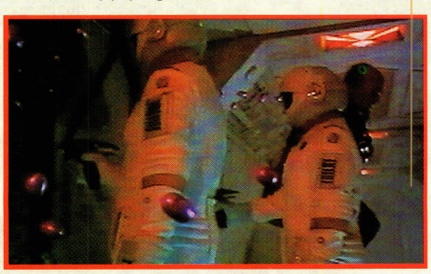
Located on the left and right sides of the helmet directly over the ear are circular joints that allow the visor to lift up and over the gray colored upper rear quarter of the helmet, although Burke and Samno have these firmly closed during the assassination. A small rectangular panel directly above the visor features a series of identification marks, with the Starfleet symbol clearly visible on the left side. Located centrally underneath the visor are a series of small vertical ventilation grilles, and it is possible to hear the breathing mechanism built into the helmets during use, supplying air on demand to the user.



The environmental suits do not restrict the movements of the two murderous officers. Only the heavy gravity boots impede their progress, although these are essential in the zero gravity environment.



The helmets attached to the suits are close-fitting units that totally encompass the wearer's head. A thin visor provides them with a somewhat limited field of vision.



The one down side of the assassins' uniforms is that the material used in their construction absorbs the blood of the Klingon personnel who they eagerly attack with their phasers.

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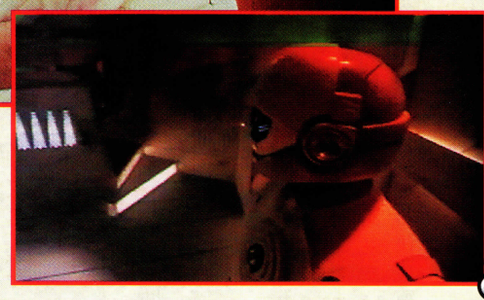
Environmental Suits: 2293

Captain Montgomery Scott locates the environmental suits abandoned by Burke and Samno in a ventilation duct. He later presents them to Captain James T. Kirk and Captain Spock – albeit just as the assassin's bodies are found slumped in a corridor.

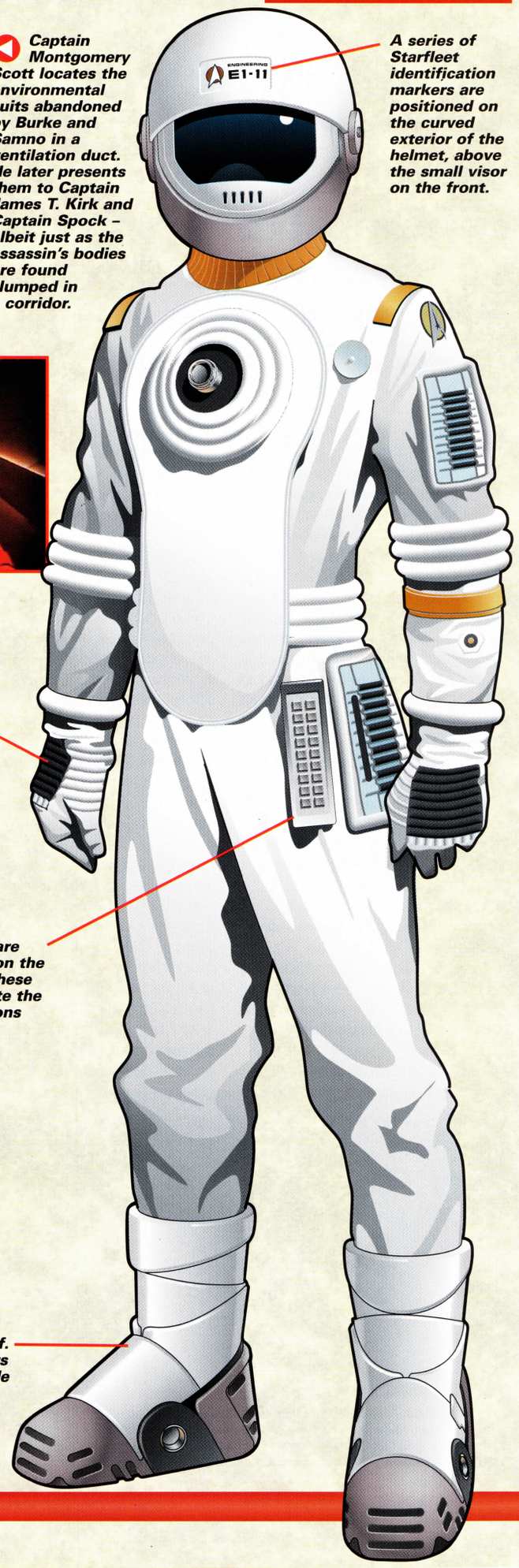


Burke and Samno appear almost robotic as they stalk through the maze of corridors aboard KRONOS ONE. Their environmental suits provide little clue as to their identities, other than the fact that they herald from a Starfleet vessel.

The main body of the suit is tightly fitted around the body, and features further identification markers on the upper shoulders. Built into the front of the suit's torso are a series of concentric padded circular ridges around a dark connection port, with a smaller circular port located on the upper left area of the chest, beneath the arm. The Starfleet symbol is again clearly visible on the upper left arm of the suit, directly above a rectangular panel comprising a number of vertical strips similar to a small one located on the front of the left thigh, close to the larger panels positioned on the outer left and right thighs. A number of padded ridges around the waist offer extra protection to the wearer, and are partially separated by the opening to the suit formed by a flap running down the back of the garment that forms a protective seal.

The lower half

The legs of the environmental suit are lightly padded and relatively loose fitting at the connection with the lower abdomen, allowing free and easy movement over obstacles and bulkheads. Speed is of the essence during Burke and Samno's mission, but their progress is impeded somewhat by the use of the magnetic boots vital to keep them stable on the deck of the listing Klingon vessel. The heavy-duty magnetic boots fit over the upper calves of the environmental suit's trousers, and are constructed from a similar heavy duty molded white material to the helmet. Gravity boots are usually employed by starship personnel in weightless conditions, allowing them to remain attached and aligned in respect to the surface on which they are traveling. Klingon vessels provide such a suitable surface, and while the large sectional jointed boots would be cumbersome under normal conditions they become far easier to use in zero gravity – and give Burke and Samno the distinct advantage of being able to fire from a stable location rather than floating freely in space – the condition faced by their unfortunate Klingon victims.



A series of Starfleet identification markers are positioned on the curved exterior of the helmet, above the small visor on the front.

Padded gloves provide protection against harmful materials when used for engineering duties. For Burke and Samno, however, they prove flexible enough to allow the trigger of a phaser to be pressed without difficulty.

A number of controls are located at waist level on the environmental suits. These may be used to regulate the environmental conditions within the costume.

The gravity boots are chunky items that reach upto the mid-calf. In regular environments their design can impede movement; in zero gravity conditions, however, they quickly come into their element.

FILE 71 STAR TREK: VOYAGER

'Workforce' Part I

FIRST OFFICER'S LOG
STARDATE 54597.9

"We're at the rendezvous co-ordinates, but there's no sign of VOYAGER and they're not responding to hails."
– Commander Chakotay

The crew of the ***U.S.S. Voyager NCC-74656*** is intentionally bombarded with radiation and brainwashed in a desperate ploy by the secret leaders of **Quarra** to relieve the planet's labor shortage. Their fate and rescue lies in the hands of the four remaining free officers.

Kathryn Janeway is employed in a massive matter transmission plant as one of many thousands from assorted species. She has just started working there, and makes reference to it being better than her previous position. When she accidentally sets off an alarm, it is deactivated by **Jaffen**, keen to strike up a friendship, even at the risk of antagonizing **Efficiency Officer Annika Hansen**, who is actually **Seven of Nine**.

Tom Paris attains employment in a bar patronized by hungry workers at shift's end, among them an uncharacteristically jovial **Tuvok**, laughing and willing to share jokes. Jaffen inveigles himself into Janeway's company, but a heavily pregnant **B'Elanna Torres** is reluctant to participate in the canteen's happy atmosphere. The following day employees are given anti-radiation inoculations, and the process activates a memory within Tuvok of being forcibly restrained and injected.

Abandoned ship

Commander Chakotay, **Ensign Harry Kim**, and **Neelix** arrive at pre-arranged coordinates after a trade mission to find that the ***U.S.S. Voyager NCC-74656*** is not in the vicinity, nor is it responding to hailing transmissions. They trace *Voyager* to a nebula where it is in a severe state of disrepair. The **Doctor** has been attempting to restore functions, but working alone he has achieved little.

He relates how 12 hours after the departure of the away mission, *Voyager* hit a space mine, and sickbay was inundated with casualties suffering from **tetryon** radiation. With no means of stemming the radiation Captain Janeway ordered an evacuation and mobilized the Doctor as the **Emergency Command Hologram**. He was charged with repairing the ship while the crew made for the nearest habitable planet in escape pods to seek medical care.

The Doctor evaded salvage ships when challenged, concealing *Voyager* within the cloud nebula. Every time he attempted to emerge, he scanned similar vessels, and noted that their weapon signatures matched that of the mine *Voyager* struck, making it a deliberate attempt to disable the ship.

Meanwhile, Tuvok recalls arriving at a medical facility with Captain Janeway. A **Dr.**

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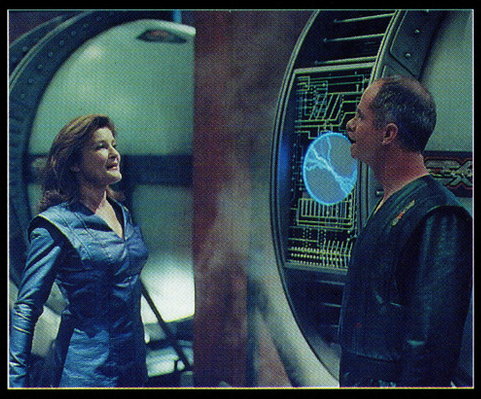
ON SCREEN...

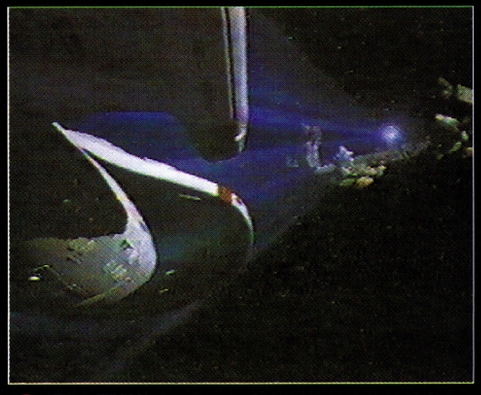


1 *Kathryn Janeway is eager to please and impress her new Quarren supervisors, despite the fact that she is lost in the vast space of the power plant.*

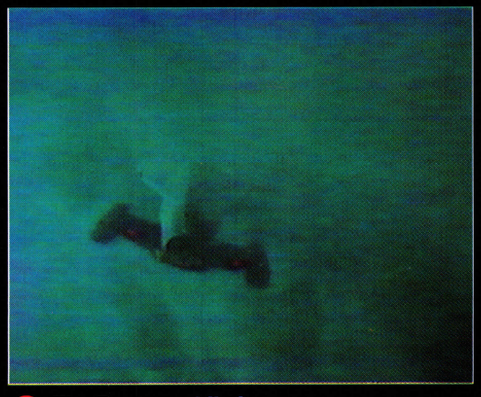
2 *Tom Paris is seeking alternate employment in the local tavern after less than one day at the plant; he found it too militaristic for his taste. Umali notes that it takes talent to be fired from a job during a labor shortage, but still agrees to hire him.*

3 *Jaffen and Tuvok banter in the worker's bar. Tuvok is uncharacteristically friendly, and relishes the opportunity to tell some amusing anecdotes.*

4 *Tuvok experiences strange flashbacks and recollections when he goes for his regular radiation inoculation. He has a seemingly unwarranted fear of needles.*



5 *The EMH recounts that once the U.S.S VOYAGER NCC-74656 was evacuated, salvage ships with the same signature as the mines begin foraging it for parts.*



6 *The Doctor, while in emergency command mode, takes VOYAGER into a gassy nebula to hide from the salvage crews while awaiting the away team.*

'Workforce' Part 1

Kadan administers treatment, but when Tuvok enquires what medication is being dispensed and objects, he is restrained and injected. It is this latter portion of events that he previously recalled, but he cannot remember all the details. He attempts to convince Kathryn Janeway that they know each other, but she confidently rejects the notion. When Tuvok becomes insistent, Jaffen intervenes.

Repairs are progressing slowly aboard *Voyager*, but a method of detecting space mines is operational. The vessel departs the nebula without encountering hostile craft, but there is also no sign of the remaining crew. Harry eventually traces them, however, via distinctive **Alpha Quadrant** life signatures, on a planet three days journey away. On arrival at **Quarra**, the officials are obstructive, refusing to let Chakotay talk personally with crew members claiming they have been interviewed, and deny all knowledge of *Voyager*. They are paranoid about losing skilled laborers, and *Voyager's* **transporter** cannot penetrate a defensive shield.

Kathryn Janeway's relationship with Jaffen progresses intimately, and Tom tries to cultivate a relationship with B'Elanna, despite her rejections and pregnancy. When she states any kind of romantic relationship is unlikely, he offers friendship instead.

Labor shortage

On *Voyager*, Neelix learns that Quarra is experiencing a severe labor shortage, so he and Chakotay are readily accepted for employment at the main power distribution center where most of *Voyager's* crew already work. Chakotay undergoes reconstructive surgery so that he is not recognized by any of the officials he has talked with. Before departing both are given a sub-dermal communication implant that permits relaying messages through the defensive shield if required. The Doctor is outraged that he should not be placed in command in Chakotay's absence, but Harry also objects to being ranked below the Doctor.

At the power plant Tuvok has been avoiding further inoculations, and when ordered to report by the efficiency officer he recognizes her as Seven. When she does not respond he attempts a **mind-meld** before being dragged away by security agents. His replacement is Chakotay, but he also makes no impression on Janeway when he introduces himself.

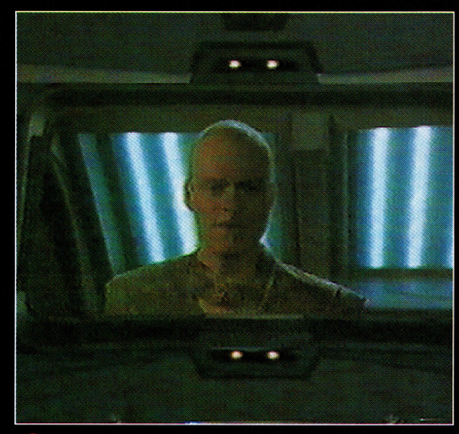
Comparing notes, Neelix and Chakotay find that every crew member they have met is very happy with their new position, and has no knowledge of *Voyager*. As Kathryn is agreeing to move in with Jaffen, Neelix, and Chakotay approach B'Elanna. She does not recognize them, and is forcibly transported back to *Voyager* with Neelix, although her shouts attract security personnel. This coincides with an attack on *Voyager*, however, and with shields raised Chakotay cannot be transported. Tuvok is undergoing further medical treatment for his alleged illness, while the commander is in imminent danger of capture.

STARSHIP FACTS

- **Ensign Harry Kim suffers from a severely upset stomach after drinking Falah nectar, a Nar Shaddan delicacy, while on the away mission. It is made from a meat "by-product."**
- **The Doctor encrypted *Voyager*'s homing signal, making it difficult for the away team and marauders alike to find the vessel.**
- **Dr. Kadan claims that Janeway is suffering from Dysphoria Syndrome.**

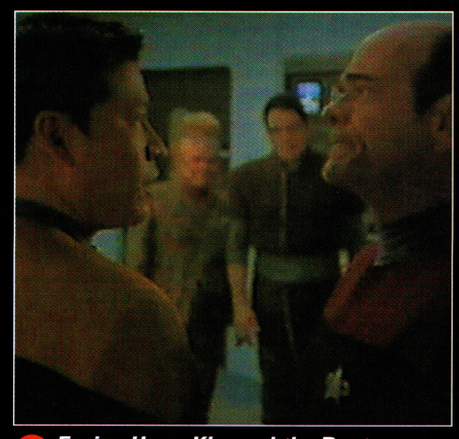
ON SCREEN...

***7** Tuvok recalls being treated in the Quarren sickbay at the same time as Kathryn Janeway; he knows they are already acquainted.*

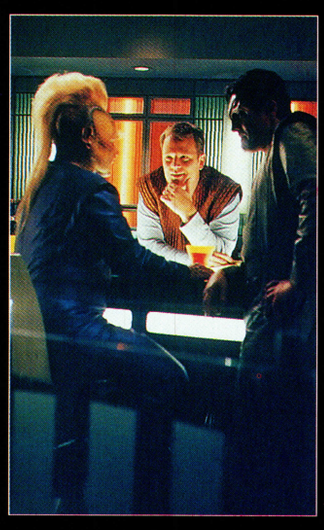


***8** Commander Chakotay contacts officials on Quarra regarding the missing VOYAGER crew. They claim – in a hostile manner – they cannot help him.*

***9** Jaffen and Janeway spend time together at Umali's bar. Their romance is progressing increasingly rapidly; life on Quarra can be lonely, and it is a joy to find a like-minded companion. Jaffen was indeed a solitary man before he met Kathryn.*



***10** Ensign Harry Kim and the Doctor quibble over who ought to be in command of the U.S.S. VOYAGER in Chakotay's absence.*



***11** Tom Paris does not recognize Neelix or Chakotay while he tends bar. The two have volunteered to work on Quarra in order to infiltrate the power plant. They plan to rescue the VOYAGER crew from their false lives on Quarra.*

***12** B'Elanna Torres, heavily pregnant, is unwilling to believe that she knows Neelix, and creates a commotion when he transports her back to VOYAGER.*

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'Workforce' Part 2

'WORKFORCE' PART 2

"It may not have been real Chakotay. But it felt like home. If you hadn't come after me, I would've never known that I had another life."

– Captain Kathryn Janeway

The crew of the ***U.S.S. Voyager NCC-74656*** is systematically rescued from their forced labor on **Quarra**, during which time it is revealed that the covert recruitment initiatives are not authorized by the government, and the happy workforce is not as it seems.

The **Doctor**'s emergency command database imparts the tactics necessary in disabling two **Quarren** craft chasing the ***U.S.S. Voyager NCC-74656***. The appearance of more ships prevents a return to **Quarra** to retrieve **Commander Chakotay**. On the planet he has disabled two security guards, but is wounded in the process. He returns to the bar, and learns of the memory impaired **Kathryn Janeway**'s decision to move in with **Jaffen**. Other *Voyager* crew lack memory of their earlier lives, and work contentedly on Quarra.

With *Voyager* safely secreted, the Doctor turns his attention to **B'Elanna Torres**'s condition. He notes the sophistication of treatment able to alter some of her memories while leaving others intact. He can reverse the process, but needs time. On Quarra the **mind-meld Tuvok** carried out on **Seven of Nine** has prompted some effect, and she begins enquires and research.

Chakotay is hiding in the apartment Janeway is vacating. She discovers him and he confides that he is aiding people co-opted for the Quarren workforce against their will. Janeway chooses not to betray him to security, and treats his wound. A transmission informing Chakotay that *Voyager* cannot pick him up immediately is taken in Janeway's presence. She is shocked to hear him refer to her as "captain," and refusing to believe his stories of suppressed memories, she announces her regret at helping him.

Matters of trust

Janeway confides in **Jaffen**, resulting in Chakotay's capture. He is initially uncooperative, but when his subdermal communication implant is discovered Chakotay offers to answer **Investigator Yerid**'s questions – if Yerid will answer his. Before this is consolidated, an order arrives for Chakotay's removal for neurosurgery. It is approved by the chief investigator. As he is taken away, Chakotay tells Yerid that *Voyager*'s crew has been abducted, and forcibly employed in the power plant.

Aboard *Voyager*, the Doctor and **Ensign Harry Kim** take a communication from Chakotay, who notes that this may be his final chance for contact, and transmits coordinates for disabling the planetary

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ON SCREEN...

1 *Commander Chakotay attempts to evade security personnel after the successful transportation of Lt. B'Elanna Torres to the U.S.S. VOYAGER NCC-74656.*

2 *Torres is making progress aboard VOYAGER, where she assists in the repatriation of the crew, but her heart and concern is for her husband, Tom Paris.*

3 *Kathryn Janeway discovers Chakotay in her old quarters, and treats his wounds, despite the fact that she could suffer grave consequences for her actions.*

4 *Kathryn explains to Jaffen why Chakotay is in her old apartment, and that he believes that she is here against her will, unbeknownst to her.*

5 *Held in sickbay, and under guard, Chakotay is revealed as an undercover operative. The commander makes a hasty request of Investigator Yerid.*

6 *Aboard the VOYAGER, the Doctor and Ensign Harry Kim receive a message from what they believe to be the lucid Chakotay's subdermal communicator.*

'Workforce' Part 2

shield. The **EMH** is unaware that the transmission is a ruse to pinpoint *Voyager*.

In the Quarren medical facility a junior doctor suggests that as two patients employed by the plant have displayed similar antisocial tendencies in a matter of days a health alert may be prudent. **Dr. Kadan** introduces the plant's personnel officer, who reassures him the situation is under control.

In her created identity as the power facility's efficiency officer, Seven of Nine consults with Yerid. She notes that before his removal Tuvok accessed personnel files, all 138 of which relate to employees who began their employment on the same day after being passed through the hospital's neuropathology department. She has no recollection of this, but considers it more than coincidence, particularly given the extreme labor shortage on Quarra.

Yerid has been relieved of duty, so Seven returns to the neuropathology department complaining to the junior doctor of disturbing thoughts. Her records show she has received treatment for **Dysphoria Syndrome**, involving hallucinations. Given the opportunity, Seven accesses the department database.

Efficient and illegal

When the junior doctor returns Seven has departed, and by accessing the files she consulted he deduces that Dr Kadan is tampering with the memories of people to provide power plant workers. He admits this is the case, claiming that dealing with the labor shortage overrides that question of ethics. When his colleague disagrees, Kadan notes that many high ranking civic officials are colluding in the process.

With security searching for Seven, Paris hides her in the bar where he works, and Yerid contacts Janeway and Jaffen. Seven reveals her new information, and returns to the hospital with Yerid to free Chakotay and Tuvok.

Seven forces Dr. Kadan to produce her colleagues, Janeway contacts *Voyager*. Her true identity is confirmed by Kim, who requests she cut power to the planetary shield to permit transportation of *Voyager*'s crew. As *Voyager* comes under attack, she evades capture with Jaffen's aid, and takes advantage of the confusion to fool the power system into shutting down.

The Doctor's emergency tactical database provides no solution to evading three ships, but Harry devises a system for disabling them. Almost simultaneously the Quarren power shuts down and *Voyager*'s crew are transported back. The Doctor restores their real personalities, and it transpires that approval of Dr. Kadan's work did not extend throughout the Quarren government.

Jaffen's memories had not been altered, and while Janeway's feelings for him are genuine, she considers his joining *Voyager* as an engineer and continuing their relationship as inappropriate.

STARSHIP FACTS

- **The *U.S.S. Voyager NCC-74656* hides in the crater of a moon with a para-magnetic core that masks the ship's energy signature while engaged in the rescue operation.**
- **Lt. B'Elanna Torres believes that she came to Quarra from Kessik IV.**
- ***Voyager* transmits from an incredible eight light years away using a triaxilating frequency on a covariant subspace band.**

ON SCREEN...

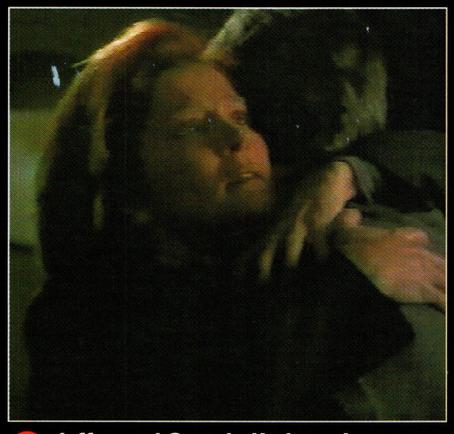
7 ***Annika Hansen's curiosity is piqued after Tuvok's mind-meld and she discovers some suspicious coincidences in the databases.***

8 ***Annika visits the neuropathology lab as a ruse to gather more information; she suffers from the same conditions as her fellow recruits.***

9 ***Dr. Kadan admits to his unorthodox, and unprincipled recruitment practice, but justifies his actions by suggesting collusion with the authorities.***

10 ***Tom Paris hides Annika Hansen after a search party is sent out to apprehend her. The workforce deviant and efficiency expert make an odd team.***

11 ***The VOYAGER is under attack by QUARREN VESSELS, and the Doctor's command programs fail him – Ensign Kim's initiative saves the day.***



12 ***Jaffen and Captain Kathryn Janeway say goodbye. They care for each other deeply, but the foundations of their relationship were laid on illusions.***